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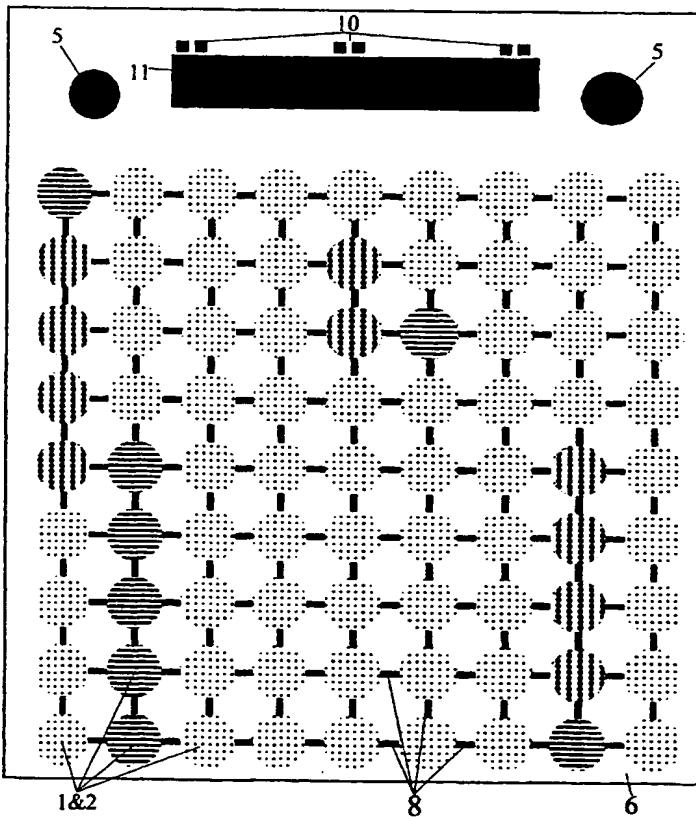
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(54) Title: GAMES GRID BOARD



(57) Abstract: A board is made of many grid points (1 & 2) arranged in a grid on a flat surface (6), and connected to a game manager (3) (a CPU+memory+software). Each grid point notifies the games manager when it is pressed, and the games manager can illuminate each grid point by one of two colour. The board plays a game in which each player in his turn presses a point which causes a pattern of points around this point to be switched on with the player colour if they were off, or reverse their colour if they were on. The winner is the player that has more points when all the points are switched on.

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